Ascent: Flyweight In Situ Visualization and Analysis for HPC Simulations

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Ascent is an easy to use flyweight in situ visualization and analysis library for HPC simulations

Easy to use in-memory visualization and analysis

- Use cases: Making Pictures, Transforming Data, and Capturing Data
- Young effort, yet already supports most common visualization operations
- Provides a simple infrastructure to integrate custom analysis
- Provides C++, C, Python, and Fortran APIs

Uses a flyweight design targeted at next-generation HPC platforms

- Efficient distributed-memory (MPI) and many-core (CUDA or OpenMP) execution
 - Demonstrated scaling: In situ filtering and ray tracing across **16,384 GPUs** on LLNL's Sierra Cluster
- Has lower memory requirements than current tools
- Requires less dependencies than current tools (ex: no OpenGL)
 - Builds with Spack https://spack.io/





Visualizations created using Ascent





Extracts supported by Ascent

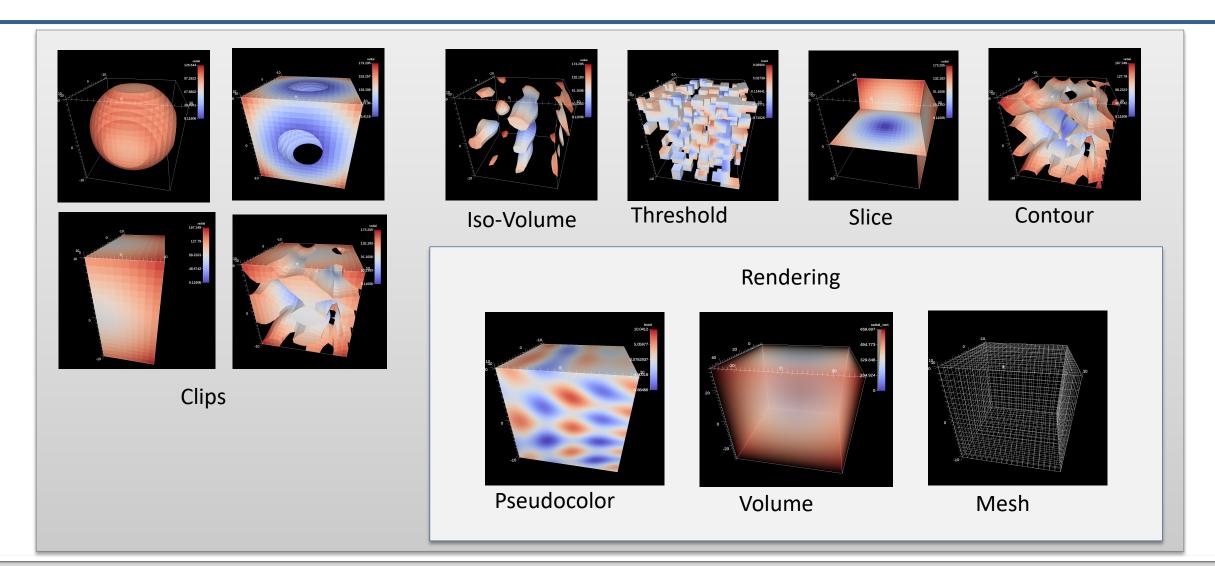
http://ascent-dav.org
https://github.com/Alpine-DAV/ascent

Website and GitHub Repo



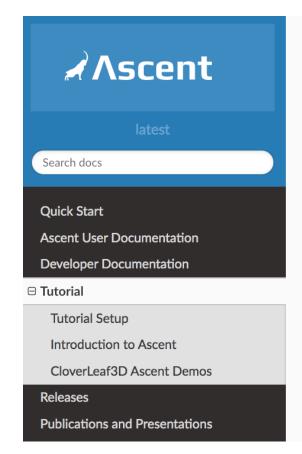


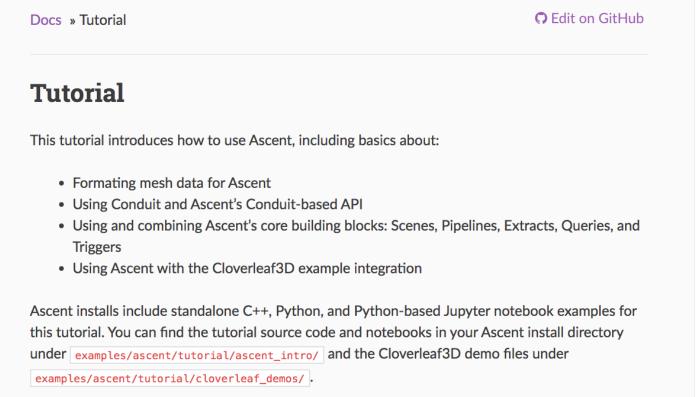
Ascent is ready for common visualization use cases





Ascent tutorial examples are outlined in our documentation and included ready to run in Ascent installs





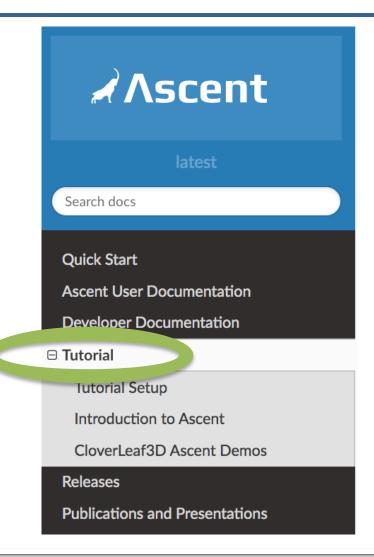
http://ascent-dav.org



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http://ascent-dav.org

Click on "Tutorial"





Ascent's interface provides five composable building blocks

Scenes

(Render Pictures)

Pipelines

(Transform Data)

Extracts

(Capture Data)

Queries

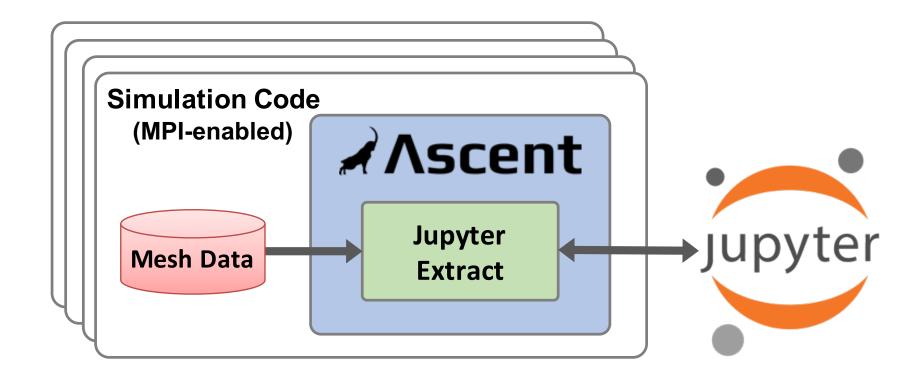
(Ask Questions)

Triggers

(Adapt Actions)



Ascent's Jupyter Extract provides a path to connect your simulation to a Jupyter Notebook



With the Jupyter Extract, users of any simulation code with Ascent integrated can run Jupyter Notebooks and use Python to interact with in-memory data

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